# PLATINUM DRAGONS

*The dragon before you is coated in platinum scales that shimmer and refract all light around them. Unlike most dragons, it has no wings or legs to speak of, yet manages to move about in a manner that seems effortless. It sports long, wavy fins from its back and neck. From around its head sprouts a collection of hair like spines that resemble the beard of a wizened elder. The dragon speaks with a rumbling tone and an intonation that implies immense power, but also, great compassion.*

**Transcendance.** Platinum dragons are not born from eggs like most other dragons are, rather, they transcend. Every platinum dragon was at one time a true dragon of some other variety, however, through virtuous deeds and force of will they have managed to catch the attention of the metallic dragon god. The metallic dragon god is extremely selective with who he chooses for transcendence, and sure it is something many dragons aspire to achieve. Once chosen to become a platinum dragon, the dragon in question undergoes a ritual transformation and is reborn as a platinum wyrm of the same age category.

**Kingly Advisors.** Platinum dragons pride themselves on seeking out justice and equity for all living beings. While they primarily concern themselves with the politics and issues of dragonkind, they are not oblivious to the realm of the myriad humanoid races that occupy the same world. When things are dire, a platinum dragon is likely to intervene or offer help to creatures that it sees as pursuing a worthy cause. Some platinum dragons even go out of their way to form relationships with rulers of kingdoms in order to offer guidance and counsel.

## A Platinum Dragon's Lair.

A platinum dragon often makes its lair in places that are hidden or extremely difficult for most creatures to access. Treacherous mountain peaks, an island surrounded by a perpetual storm, or even on a floating landmass in the clouds are all possible locations for a great platinum dragon's lair. While extremely rare, young platinum dragons tend to wander the world until they have amassed sufficient wisdom and knowledge of the plane they inhabit before settling down. Their lairs are generally quite spartan compared to other dragons as they do not horde physical objects, but rather collect great deeds. Each platinum dragon keeps in its lair a tremendous scroll or tapestry that details its actions throughout the creature's life. Often this scroll and its records are kept from before the time of the dragon's ascension.

### Lair Actions

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects; the dragon can't use the same effect two rounds in a row:

- All creatures within 60 feet of the dragon are compelled to drop any weapons they might be holding unless they can succeed on a DC 15 Wisdom Saving Throw.
- The dragon concentrates the energy within its lair into a cool wind that restores 13 (3d8) hit points to one living creature of its choosing within 120 feet of it.
- The dragon banishes a single creature it can see within 60 feet to a harmless demiplane. The creature must succeed on a DC 15 Charisma Saving Throw or be banished until initiative count 20 on the next round.

### Regional Effects

The region containing a legendary platinum dragon's lair is warped by the dragon's magic, which creates one or more of the following effects:

- Undead, fiends, aberrations, and giants have difficulty navigating the area surrounding the dragon's lair. Anytime a creature belonging to one of these groups makes a survival check to find their way within 10 miles of the dragon's lair, they do so with disadvantage and the DC is increased by 5. The dragon may also impose this additional difficulty on any creature it is aware of travelling within the lands surrounding its lair.
- Weather within 12 miles of the dragon's lair is under the direct control of the dragon. A sunny, cloudless afternoon can quickly shift into a rainstorm. A

heavy snowfall can rapidly change to an overcast and dimly lit day. Whatever the dragon wishes the weather to be, it will be. If the dragon decides to change the weather, it takes 10 minutes to transition from one weather pattern to the other.

- Creatures who drink from fresh water sources within 1 mile of the dragon's lair are cured of any curse afflicting them as if the *remove curse* spell had been cast targeting them.

If the dragon dies, all regional effects disperse instantly and the weather returns to whatever would be typical for the area over the course of one day. .

# Platinum Dragon Wyrmling

*Medium Dragon, Typically Lawful Good*

**Armour Class** - 18 (natural armor)
**Hit Points** - 110 (13d8 + 52)
**Speed** - 30 ft., climb 30 ft., fly 60 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 20 | 12 | 18 | 14 | 14 | 16 |
| +5 | +1 | +4 | +2 | +2 | +3 |

**Saves** CON +6, INT +5, WIS +5, CHA +6
**Skills** Insight +5, Perception +5, Persuasion +6
**Damage Resistances** acid, cold, lightning
**Damage Immunities** fire, radiant; bludgeoning, piercing, and slashing from nonmagical attacks
**Condition Immunities** charmed, frightened
**Senses** truesight 15 ft., passive Perception 15
**Languages** Common, Draconic
**Challenge** 6 (2,300 XP)

**Proficiency Bonus** +3

## Traits

***Legendary Resistance (1/Day).***
If the dragon fails a saving throw it can choose to succeed instead.

## Actions

***Multiattack.***
The dragon attacks twice, once with its bite and once with its tail.

***Bite.***
*Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature.
*Hit:* 11 (1d12 + 5) damage plus 4 (1d8) force damage..

***Tail.***
*Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature.
*Hit:* 14 (2d8 + 5) damage.

***Breath Weapon (Recharge 5-6).***
The dragon uses one of the following breath weapons;

***Exalting Breath:*** The dragon exhales a restoring wind in a 15-foot cone. Each creature in that area of the dragon's choice regains 27 (5d10) hit points.

***Platinum Breath:*** The dragon exhales radiant flames in a 15-foot cone. Each creature in that area must make a DC 14 Dexterity saving throw, taking 22 (4d10) radiant damage on a failed save, or half as much damage on a successful one.

## Bonus Actions

***Change Shape.***
The dragon magically transforms into any Humanoid or Beast, while retaining its game statistics (other than his size). This transformation ends if the dragon is reduced to 0 hit points or if it uses a bonus action to end it.

# Young Platinum Dragon

*Large Dragon, Typically Lawful Good*

**Armour Class** - 19 (natural armor)
**Hit Points** - 218 (19d10 +114)
**Speed** - 40 ft., climb 40 ft., fly 80 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 25 | 14 | 22 | 16 | 16 | 21 |
| +7 | +2 | +6 | +3 | +3 | +5 |

**Saves** CON +10, INT +7, WIS +7, CHA +9
**Skills** Insight +7, Perception +7, Persuasion +9
**Damage Resistances** acid, cold, lightning
**Damage Immunities** fire, radiant; bludgeoning, piercing, and slashing from nonmagical attacks
**Condition Immunities** charmed, frightened

**Senses** truesight 30 ft., passive Perception 17
**Languages** Common, Draconic
**Challenge** 12 (8,400 XP)

**Proficiency Bonus** +4

## Traits

***Legendary Resistance (1/Day).***
If the dragon fails a saving throw it can choose to succeed instead.

## Bonus Actions

***Change Shape.***
The dragon magically transforms into any Humanoid or Beast, while retaining its game statistics (other than his size). This transformation ends if the dragon is reduced to 0 hit points or if it uses a bonus action to end it.

## Actions

***Multiattack.***
The dragon attacks twice, once with its bite and once with its tail.

***Bite.***
*Melee Weapon Attack:* +11 to hit, reach 10 ft., one creature.
*Hit:* 11 (2d12 + 7) damage plus 9 (2d8) force damage.

***Tail.***
*Melee Weapon Attack:* +8 to hit, reach 10 ft., one creature.
*Hit:* 16 (2d8 + 7) damage.

***Breath Weapon (Recharge 5-6).***
The dragon uses one of the following breath weapons;

***Exalting Breath:*** The dragon exhales a restoring wind in a 30-foot cone. Each creature in that area of the dragon's choice regains 44 (8d10) hit points.

***Platinum Breath:*** The dragon exhales radiant flames in a 30-foot cone. Each creature in that area must make a DC 18 Dexterity saving throw, taking 38 (7d10) radiant damage on a failed save, or half as much damage on a successful one.

# Adult Platinum Dragon

*Huge Dragon, Typically Lawful Good*

**Armour Class** - 20 (natural armor)
**Hit Points** - 304 (21d12 + 168)

**Speed** - 40 ft., climb 40 ft., fly 80 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 28 | 16 | 26 | 18 | 18 | 25 |
| +9 | +3 | +8 | +4 | +4 | +7 |

**Saves** CON +14, INT +10, WIS +10, CHA +13
**Skills** Insight +10, Perception +10, Persuasion +13
**Damage Immunities** acid, cold, fire, lightning, radiant; bludgeoning, piercing, and slashing from nonmagical attacks
**Condition Immunities** charmed, frightened
**Senses** truesight 60 ft., passive Perception 20
**Languages** Common, Draconic
**Challenge** 19 (22,000 XP)

**Proficiency Bonus** +6

# Traits

***Legendary Resistance (3/Day).***
If the dragon fails a saving throw it can choose to succeed instead.

# Actions

***Multiattack.***
The dragon attacks three times, once with its bite and twice with its tail.

***Bite.***
*Melee Weapon Attack:* +15 to hit, reach 15 ft., one creature.
*Hit:* 11 (2d12 + 9) damage plus 13 (3d8) force damage.

***Tail.***
*Melee Weapon Attack:* +15 to hit, reach 15 ft., one creature.
*Hit:* 20 (2d10 + 9) damage.

***Breath Weapon (Recharge 5-6).***
The dragon uses one of the following breath weapons;

***Exalting Breath:*** The dragon exhales a restoring wind in a 60-foot cone. Each creature in that area of the dragon's choice regains 55 (10d10) hit points , and each creature in that area of the aspect's choice that has been dead for no longer than 1 hour is restored to life with 10 hit points.

***Platinum Breath:*** The dragon exhales radiant flames in a 60-foot cone. Each creature in that area must make a DC 22 Dexterity saving throw, taking 49 (9d10) radiant damage on a failed save, or half as much damage on a successful one.

## Bonus Actions

***Change Shape.***
The dragon magically transforms into any Humanoid or Beast, while retaining its game statistics (other than his size). This transformation ends if the dragon is reduced to 0 hit points or if it uses a bonus action to end it.

## Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

**Detect**. The dragon makes a Wisdom (Perception) check.

**Tail Attack.** The dragon makes a tail attack.

**Furious Bite (Costs 2 Actions).** The dragon makes a bite attack. If the attack hits a creature, the target must succeed on a DC 22 Wisdom Saving Throw or become frightened of the dragon until the end of the target's next turn.

# Ancient Platinum Dragon

*Gargantuan Dragon, Typically Lawful Good*

**Armour Class** - 22 (natural armor)
**Hit Points** - 565 (29d20 + 261)
**Speed** - 40 ft., climb 40 ft., fly 80 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 30 | 18 | 29 | 22 | 25 | 28 |
| +10 | +4 | +9 | +6 | +7 | +9 |

**Saves** CON +17, INT +14, WIS +15, CHA +17
**Skills** Insight +15, Perception +15, Persuasion +17
**Damage Immunities** acid, cold, fire, lightning, radiant; bludgeoning, piercing, and slashing from nonmagical attacks
**Condition Immunities** charmed, frightened
**Senses** truesight 80 ft., passive Perception 25
**Languages** Common, Draconic
**Challenge** 25 (75,000 XP)

**Proficiency Bonus** +8

# Traits

***Legendary Resistance (4/Day).***
If the dragon fails a saving throw it can choose to succeed instead.

# Actions

***Multiattack.***
The dragon attacks three times, once with its bite and twice with its tail.

***Bite.***
*Melee Weapon Attack:* +18 to hit, reach 15 ft., one creature.
*Hit:* 23 (2d12 + 10) damage plus 18 (4d8) force damage.

***Tail.***
*Melee Weapon Attack:* +18 to hit, reach 20 ft., one creature.
*Hit:* 23 (2d12 + 10) damage.

***Breath Weapon (Recharge 5-6).***
The dragon uses one of the following breath weapons;

***Exalting Breath:*** The dragon exhales a restoring wind in a 90-foot cone. Each creature in that area of the dragon's choice regains 60 (11d10) hit points , and each creature in that area of the aspect's choice that has been dead for no longer than 1 hour is restored to life with half its hit points.

***Platinum Breath:*** The dragon exhales radiant flames in a 90-foot cone. Each creature in that area must make a DC 25 Dexterity saving throw, taking 55 (10d10) radiant damage on a failed save, or half as much damage on a successful one.

# Bonus Actions

***Change Shape.***
The dragon magically transforms into any Humanoid or Beast, while retaining its game statistics (other than his size). This transformation ends if the dragon is reduced to 0 hit points or if it uses a bonus action to end it.

# Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

**Detect**. The dragon makes a Wisdom (Perception) check.

**Tail Attack.** The dragon makes a tail attack.

**Furious Bite (Costs 2 Actions).** The dragon makes a bite attack. If the attack hits a creature, the target must succeed on a DC 25 Wisdom Saving Throw or become frightened of the dragon until the end of the target's next turn.